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(54) Title: HUMAN MOTION FOLLOWING COMPUTER MOUSE AND GAME CONTROLLER

(57) Abstract

A human motion following controller is provided by the invention to augment motion of items (e.g., computer cursor or scene view) shown on a computer display. The display is coupled to the computer which controls positioning of the items through operating system controls. A camera captures frames of data corresponding to a first image of at least part of a user (e.g., eyes, hands) at the computer display. Signal processing electronics coupled to the camera (a) detects differences between successive frames of data corresponding to motion of the first image, and (b) communicates differences information to the computer to reposition display of the items through the operating system controls. The items are thus repositioned on the display by an amount corresponding to the motion of first image.

